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Technology Center 2600 Patent Application
U.S. Serial No. 10/010,776
Docket No. 32767-00039

CLEAN SET OF PENDING CLAIMS AFTER RESPONSE TO OFFICE ACTION
DATED 08/28/02

1 1. (Amended) A shadow rendering method, the method comprising the steps of:
2 providing observer data of a simulated multi-dimensional scene;
3 providing lighting data associated with a plurality of simulated light sources arranged
4 to illuminate said scene, said lighting data including light image data;
5 for each of said plurality of light sources, comparing at least a portion of said observer
6 data with at least a portion of said lighting data to determine if a modeled point within said
7 scene is illuminated by said light source and storing at least a portion of said light image data
8 associated with said point and said light source in a light accumulation buffer; and then
9 combining at least a portion of said light accumulation buffer with said observer data;
10 and
11 outputting resulting image data.

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